



The Official Source  
for GameShark codes™

GameSharkCodes GameReviews GameTips Merchant Marine

## codeboy's rant

Mmmm, last minute changes are my favorite. I've had a few different forwards for this issue written, but due to hard drive failure, network problems and backseat editing I seem to have lost them all in one way or another. So at this point I'm left with nothing to present you in print, I'm completely dry. But what I can do is give you directions to my house so that you may stop by for some personal, one on one abuse from me.

If you happen to be in the Baltimore area take 83 South from the beltway until you reach the Cold Spring exit, I don't recall the exit number, but if you can read there should be minimal confusion at best. Once on the exit ramp bear to the left and take Cold Spring in an Eastward fashion, and watch out for the people at the bus stop, they some times like to walk out into the street for no good reason. Take a left onto Falls, oops, a



### AH...NOTHING LIKE THE PEACE AND QUIET OF HOME.

right onto Falls Road, sorry. And if you happen to be low on fuel this may be a good point to gas up with the plethora of fueling stations at this intersection. So, after you make the right onto Falls Road you'll need to go down about a mile. You'll most likely pass an elderly gentleman, just beyond the McDonalds, that is leaning on his cane and flogging/suaving to cars. I'm not sure what his deal is but he's there most every day. Also, not much beyond the waving man will be a bearded man in a wheel chair, stay the hell away from him, I don't trust him one bit.

Now that you've past these two fine citizens take a left after the 711. This is known as "The Avenue". The "Avenue" of what I'm just not sure, possibly of teenage mothers or overpriced antiques, your choice. So continue on until you reach the end and hang a right. Follow this to the bottom, hang a left and in

the third house in on the right. Be sure and drop by at a semi-reasonable hour, and keep in mind that I actually do work at an office during the day. So try and stop by in the evening, say after seven, and feed free being food for the grill, as it is usually going off right. Oh, and the old man that sits at the bench on the corner, you'll need either avoid him completely or speak up, he's quite fond of hearing, but fairly interesting. On the off chance that I'm not home be kind to my roommate and politely ask him for directions to the Rendezvous Lounge, which is most likely where I am, and if not a fine spot for a drink anyway. Argh, well cases are calling and I must be off, but be sure to stop by for your personal Rant. Any right should be fine except Tuesday, turf's league bowling night down at White Trash Lanes, gotta do something in my off time.

-CodeBoy

## contents

Mailbox	3
Game Tips & Tricks	4
Kid's Game Review	4
1p1es	5
Merchant Marine	9
Black Issues	9
GameShark Merchants	9
GameShark Codes	10
Order Form	11

## THE MAGNIFICENT ONE

**"Awesome Award"**  
Winner - Nintendo  
Official Magazine

**"...easily  
the best  
Duke Nukem  
game yet"  
- N64 Pro**

**"Duke delivers the best action since Goldeneye 007"**  
- Nintendo Power

# DUKE NUKEM ZERO HOUR

**AVAILABLE NOW**



## editor's note

Well, well, well we meet again! Ever since the release of the GameShark Pro people have been knocking down my door asking me if they can join InterAct's hacking squad. "Can I hack codes for you, Dan?" "Can I be the next CodeBoy, Dan?" "Can I eat your yams, Dan?" I always respond "Not until you eat my sandwich!"

Now that we've released the GameShark Pro, all you little "hackers" out there think you can crack codes better than our beloved CodeBoy. Acting all tough and such, you think you can outsmart the MAN, eh? Never underestimate the database of Wisconet! You can never truly understand the power of...ahh forget it!

I mean c'mon, CodeBoy is in the dungeon 24/7 hacking codes until his knuckles bleed. All right, all right so it's not a full fledged dungeon... it's more like a bathroom with chains, whips and indehensh-amongst other pain inducing devices. No normal person in their right mind could possibly hack codes as long as CodeBoy before blowing a gasket. No one and I mean no one can do it like CodeBoy! That's all I have to say about that!

On a different note, the response to all the changes we've made to Dangerous Waters has been overwhelming to say the least! We always appreciate positive feedback. THANK YOU! We're not done yet! Over the next few issues you will see many new features, articles and, of course CODES! We'll have interviews with industry leaders, programmers' diaries, hot new internet products at discount prices for subscribers only and, of course, CODES! (May I love caps lock). Our Dangerous Designs Art Contest is going great! Keep sending in your fantastic artwork! A grand prize (DadDraw for PlayStation® or Nintendo® 64) winner is picked for every issue, as well as three runners-up (GameShark ten star!)

BTW Little Timmy told me "Some of our subscribers might have some great feedback we can use to improve our magazine!" So I said "Shutup and get back to work you little brat." I think you know where that conversation was going... So anyway, if you have any questions, comments, goss and/or suggestions please send e-mail to any of the following addresses:

Editor (Dan Ullmann) editor@gameshark.com  
CodeBoy: codeboy@gameshark.com  
Little Timmy: timmy@gameshark.com  
Kato: kato@gameshark.com

My friends! hut  
USE THE POWER!

Dan Ullmann, II

## Mailbox

The Voice of GameShark Fans

I am writing regarding two things. First, about your last letter in issue #17. A while back I researched the 4th dimension. It has nothing to do with neither time nor space. The 4th dimension is like the 2nd and 3rd dimensions in the sense that it is viewed as a geometrical object. 4th dimension objects are in the form of hyper-cubes and hyper-pyramids. These objects seem to defy the eye's perception. OK enough about that, on to what you guys are all about. How do you play import and back-ups on the PlayStation? Well, keep up the good work guys!

-Weston  
Decham, MA

We use a modified PlayStation to play imports in the office. As for playing back-ups, it will do that too but we do not condone or encourage the use of back-ups at all. That goes down to piracy (basically stealing games).

-Kato

Got a question? We'd like to hear from you. Send your letters to: Dangerous Waters Mailbox, 1999 McCormick Road, Hunt Valley, MD 20931 email: codeboy@gameshark.com or kato@gameshark.com

## Dangerous Designs

Each issue we're picking one piece of reader art as the winner of our Dangerous Designs Reader Art Contest. Each winner receives a cool InterAct DadDraw. If you think you got some artistic skills, send your original, game related artwork to the address on the back. Attention! Dangerous Designs Issue 21. Be sure to include a mailing address. Entries will not be returned. Hurry, the next issue is just around the corner!

This issue's winner: Jose Diaz, Cudahy, CA



Runner-up Steven Lindquist, Lincoln NE



Runner-up Kurt Sodel, Johnson, PA

0075

# Kato's Game Reviews

An unbiased look at what's hot and what's not.

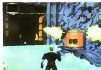
## DUKE NUKEM ZERO HOUR

Title: Duke Nukem Zero Hour # of Players: 12  
Developer: GT Interactive Difficulty: Moderate  
Publisher: Konami Available: Now  
Format: Cartridge

Duke Nukem is back on the NINTENDO® 64 with a vengeance in Zero Hour. The aliens are towering through time and it is up to Duke to save mankind from total annihilation.

This game takes a cue from Tomb Raider with its over-the-shoulder third person view. This is a departure from the standard first-person view, that is the norm for the Duke Nukem series. A red dot appears on the screen to display where Duke is looking/aiming his weapons. Also, there is a feature that will allow Duke to look on a target that is in single and in his field of view.

The levels are big, so be prepared to run around. Also, look everywhere, you never



Ready to jump in on Duke's latest alien adventure.



With Duke's sword, you really can't miss a shot.

know where you might find a vent that will lead to a secret area with weapons, health, and maybe a booby that you have to rescue.

Control is much like the Turk series. You look/aim with the analog stick while you move Duke about with the C buttons. This may take a little getting used to so be prepared for a small learning curve. Weapons and items are selected with the D-pad and used with the Z trigger (weapons) and the R button (items).

One thing that I did miss was save points. Only being able to save at the end of the level can get very annoying, particularly if you have a hard time with a certain area and Duke gets killed and then you need to start the level over again. Being able to start where Duke was killed or having checkpoints would be a major improvement.

All in all, Duke Nukem Zero Hour is a very fun game, especially if you are a Duke Nukem fan. Now if they could get Bruce Campbell to do the voice for Duke... :D

right court as the police round up the usual suspects.

The police in this game are relentless. They will try to destroy your car no matter what damage is done to their own vehicle. There are many of them and only one of you. It should be pretty obvious who has the advantage.

But, in addition to driving around on the accurate maps GT Interactive has made for



A pretty close call for the driver.

## GameTips & Tricks

Conquer worlds. Regain strength. Subdue the enemy.

### Triple Play 2000

**EA Dream Team:** Start a single player game and at the team select screen press left, right, left, right, left, right, left, right, left, right. A sound will acknowledge that the code was correctly entered. Be prepared, some of these guys look very weird.



**Home Run:** While at bat press and hold U+L+R+R2 while you press up, down, triangle, circle, X, square, left, right. A bump will confirm that the code was entered correctly.

### Strike Out:

While pitching press and hold U+L+R+R2 while you press up, down, triangle, circle, X, square.

### Need For Speed: High Stakes

**Cap Code:** This code allows you to race any unlocked cap car on any track. Go to the Game Option Screen and select User Name Option. Enter NFS\_PD as the name.



### Rogue Squadron

**Fly Nabeo Starfighter:** To access the fighter, type HALHAXY as the Password, select Enter Code, then type in "MYGAME" and select Enter Code again.

## DRIVER

Title: Driver # of Players: 12  
Developer: GT Interactive Difficulty: Moderate  
Publisher: Konami Available: Now  
Format: CD

Through a burst of fate, our office received a copy of GT Interactive's soon to be released driver—uh—Driver. This will become one of the all time great games on the PlayStation®2.

Your character is an undercover cop that has gotten a job as the wheedler for a local gang. It is up to you to out run the fuzz and make the getaway. It is much easier said than done. In the heat of the night trying to avoid being caught by the Miami vice, to the streets of San Francisco, from LA trying to avoid a high incident, to New York and trying to avoid the hell street blues and ending up in



Watch the wheels, so they're not hot.

this game, you can also direct your own chase sequence based on your escapes. You can set the camera wherever you want and cut to any of them anytime. The game itself will also handle the action for you if you just want to view a playback without all the fuss of doing it yourself.

This is an extremely impressive title and absolutely blows Grand Theft Auto away. Look for Driver to hit store shelves in July. :D



# The i-Files

An In-Depth Look At New Devices From InterAct

## Boy Makes It To The Pros

Announcing the release of Game Boy GameShark Pro

This bit Game Boy® gamers everywhere get a chance to act like a pro with Game Boy Game Shark Pro. And this completely updated and revised GameShark Pro is sure to take you to whole new level of portable video game excitement.

This latest incarnation of the "ultimate game enhancer" gives you the power to create your own codes using a builtin code generator. Now you don't have to wait for codes to be published in a magazine or go surfing aimlessly across the "net". Using a few simple steps, you can hack your own codes for infinite health, unlimited ammo or just about anything you can imagine!

And after you've hacked the day away, Game Boy GameShark Pro's internal memory has the ability to store the codes you've created plus dozens more. Specifically, the unit can store up to twenty-five codes in memory, even when the power is turned off.

Additionally, there's a new menu display that utilizes cool icons, a cheat code transfer feature that allows you to transfer codes from GameShark to GameShark using a link cable and a cartridge identification feature, where you can view a game credits (i.e. designers, producers, etc.)

And just like GameShark, GameShark Pro still comes preloaded with the hottest Game Boy cheat codes around. So, to coin a new phrase, "let's get hacking!" ☺

PlayStation 2 version  
© 2000 InterAct, Inc.  
Game Boy GameShark Pro  
PSX Model: 0001-0



## What Dreamcast Accessories May Come

A first look at InterAct's offerings for Sega's new system

Dreamcast? Is This Some Sort of Non-Plaster, Comfortable Spirit? Well it's almost that time, or possibly it is that time, depending on when you're reading this. I am, of course, talking about back-to-school time. And what signals back-to-school more vividly than the launch of Sega's Dreamcast? And what kind of accessory company would we be if we didn't have some top-notch controllers and devices hitting shelves with this new machine? No need to answer, we have this covered. Now, we shall look at the aforementioned devices...

the Quantum Fighter Pad a pleasure to hold for long periods of time.

If you don't need all that fineness, we offer the Performance branded AstroPad. This controller has all the features of the first party controllers, yet features a larger, more contoured shape and Auto Fire. You'll also find the AstroPad in a fine assortment of four colors (Green, Blue, Red, Black).

a very stylish, very comfortable game pad. The grips are made from rubber for more comfort to be discovered.

It's fun to shoot things with the Starfire Lightblaster! On screen, of course. This is a gun controller. Using this gun controller is the only way to really get the most out of your shooting games. That's all.



Quantum FighterPad



Radius RacingPad

The Radius RacingPad, what can we say about this one? The right arm of this cool controller is used as an analog steering controller with a 60 degree turning angle, and is dead-on accurate. When lacking the other genres, the right arm locks in place, giving you



Alloy Arcade Stick

With the Alloy Arcade Stick, no one can beat you! Unless, of course, they're better than you at the game. We offer an all-metal base, sporting some heavy-duty buttons and a heavy-duty joystick. This is the only way to play fighting games for that real arcade experience. You get Auto Fire, padded hand rests, a die-cast metal cabinet, visual memory card Slot, rubber feet for stability and programmability. That's a lot of gets, there.

Along with this list of incredible controllers, we're bringing a line of memory cards, RumblePaks, VMS units, cables and adapters and some other stuff with special features and functions that we can't get into, just yet. Look for this stuff soon, and when you see it, buy it. ☺

First off, it's the controller of controllers, the Quantum Fighter Pad. The most notable and handy feature with this controller is the use of 6 fire buttons on the face, along with the two shoulder triggers. This will, no doubt, come in handy with all them fighter games y'all love so much. You also get Full Programmability, Auto-Fire and dual VMS/RumblePak slots, rounding out the package. The ergonomic, contoured shape makes



Starfire Lightblaster

# InterView

There's only one guy in this world who can put the Allen Gull Kicker in check, Duke Nukem Producer Rick Raymo. Read along as Dan Ullman chats with him about Duke, games and Richard Simmons.

**Dangerous Waters: Where are you from?**

**Rick Raymo:** I grew up in Newfane, Vermont (the seat for Windham County). The town meetings sucked. Current population 1500, and that includes (within the township) the villages of Brookline, Williamsville, South Newfane, and Newfane. Small place. I was very lucky to grow up with a father who owned a building supply business. Some lumber company sent him an Allen Pong unit in '73 as a gift (sell enough board-foot and you get this strange electric thing from Nolan Bushnell) and my life changed permanently. Instead, this very day I might be tending the cows (pronounced Kooews), or ascendi Rutlandians their tooth holes. Truthfully, I love and miss the state of Vermont, but the game-related jobs up there probably deal with sheep, Ben and Jerry's, and Fresh Check for yourself: <http://www.wintermont.com> (I imagine only about half of the state (say two-hundred thousand) of them) even know who Duke Nukem is though. The rest would guess that he's that complete tooth hole (the previous word is Vermont for painful reduction) down in Louisiana they've heard about.

**DW: When did you get started with 3DRealms and GT?**

**RR:** I was a game reviewer, editor, freelancer, and strategy guide writer for years. Then I decided to stop complaining about games and try to do better myself. It's always harder and more fun than it looked! I've been at this gig for about four years now happily producing for GT with Apogee/3D/R for 3 and change.

**DW: How long have you been playing their games?**

**RR:** Good Times Interactive put out Richard Simmons's Deal or No Deal back in '97. But you can't wait to get your hands on that one. Apogee, at doing myself here, since the days of Kick when the heck was that? '92? '89? Hing, Scott? Wanna answer this for me? [The following is a message from Scott Miller, founder of Apogee Software, introduced for that abductee?] into the Shrewsbury Hall of Fame, and author of Kool. "Kool first appeared in '87. Written in Turbo Pascal v3 on a real 8086 RM PC, without a hard drive"—Scott "I can smell Zork backwards!" Miller, gaming legend? Great game. It is a true adventure. Play it.

**DW: Were you involved with the entire Duke Nukem series?**

**RR:** Yes. I played the first three like crazy I got so involved with them that my wife thought I was a lunatic. But, um, your question meant—did I work on any of the last three? Nope.

**DW: What then has been your involvement with Duke Nukem?**

**RR:** I had the responsibility for coming up with the name Plutonium Pak (add on for Duke Nukem 3D), and then pitching it to 3D/R. That was the first title I produced for GT with



Duke Nukem Producer Rick Raymo shows you how you should play Duke Nukem with Duke Nukem.

3D Realms. After an appropriate retail interview, we bundled it together with the original and I named (with their and GT's kind permission, of course) the result Atomic Edition. I've worked with Scott Miller (George Broussard) and their crowd/swords (Apogee, 3D Realms and Pinball Wizards) on producing their titles for GT ever since. Let's see, Duke was in Death Rally PC (great title game!) from Remedy/Apogee/GT, Shadow Warrior PC 3D/R/GT, Duke Nukem 64—Eurocom/3D/R/GT, Duke Nukem: Total Meltdown PSX/Aurion/3D/R/GT, Balls O' Steel PC/Walton/Pinball Wizards/GT, various bundles like Kill A Ton (named it, grrr), and so on up to most recently testing Duke Nukem Zero Hour Nintendo. 64 Eurocom/3D/R/GT. There were various and sundry add ons done by others that I had to oversee stuff, but that's about it.

**DW: Which one would you say had the most depth and playability?**

**RR:** Duke Nukem: Zero Hour for the Nintendo. 64. Why-o-ay we've all learned a great deal over the years. Beyond that, George Broussard and Keith Schuler (3D Realms president, and Level Designer

Extraordinary) helped hugely as Frets Filters and Balance-types by the time I was too close to the project to know anyone. When you have that kind of backstopping, you just can't lose. But Zero Hour is only gonna hold that title as the deepest and most playable Duke game until this little game wife working on called Duke Nukem Forever comes out. That one is going to blast like an entry on just everything else that came before it. You heard it here first. (A more moderate tone resumed.) I suggest you are going to like it.

**DW: Besides Duke Nukem, what other titles have you worked on?**

**RR:** Starrunner PC—Apogee/WizardWorks (a GT company), Shadow Warrior PC—3D/R/GT, Blood, Plasma Pak, One Unit Whole Blood, and Blood 2: The Chosen, From Monolith/GT. That's about it. I won't mention the games that got a well-deserved post-shoot demise. That's always the toughest part. Killing a game that was a great idea, and didn't jell in one way or another.

**DW: Would you consider yourself a gamer? What is your favorite genre?**

**RR:** Hmm. A gamer? Pong unit in '73. Nope. That's not enough. Would playing my first online game at school on a superterminal time-shared Net (darnmouth in '77 count)? Yup. It didn't. I'm a gamer. From. Here goes. Rick Raymo is openly gamer. Feet better??? Even worse, no 12 step program for me—I'm going to stick with it for life. Do I have to give you a facelift game? Crap. That seems wrong. It would be more fun to tell you about the types of games I love and why. How about my favorite low-end, FPS-type things (sneasel) single and GT, Platformers, Fighting Games (if you can block with AWAY), Competition Puzzle Games, Adventures, RPGs, and EA's NHL Hockey series (a game unto itself).

**DW: Have you ever used a GameShark to complete Duke Nukem? (joking)**

**RR:** Yup. Sure have. Ween't you guys named STD at some point? And how is the Discworld business? (joking)

**DW: Dreamcast...your feelings? Will it fly? Is 3DRealms and/or GT ready?**

**RR:** Who the heck knows? My crystal ball is broken. The industry is misreading. The retailers were absolutely loving it at E3. Overall, I think that whatever benefits (me!) the game is best. If there were three solid competing platforms vying for folks attention we'd all see better games. I hope it does well. G2



# News



## Tune In For Some Big Air And Some Big Games With INVERT '99, Vertical Sports Carnival

A vertical sports carnival, how can you go wrong with that? What's more, they've got videogames there! This will all be taking place November 19-21 at the Anaheim Convention Center. The show will feature bikes, skateboards and inline skates in vert ramp, street course and dirt trials. Aside from the sports action there'll be music, videos and the Technobots/Activision/Junkyard, which is where all the videogaming action will be taking place. If you can't make it there in person, we highly suggest that you tune into Fox Sports Net on those dates, or even before then, for more information (check local listings). You can also hit the website [www.invert99.com](http://www.invert99.com), and that'll give you some more good stuff.

## Job Opening

Computer Game Hacker/ Product Support

InterAct Accessories, Inc. world's largest manufacturer of gaming accessories is looking for an innovative individual for support of their product lines. Knowledge of Assembly/ C++ required, as well as an active interest in gaming. General duties to include hacking NINTENDO® 64, PlayStation and Dreamcast games, as well as testing codes, hardware and upgrade software. Competitive wages, benefits package and great expansion opportunity. Never thought you'd see an ad for this, eh? Email resumes to [codetoy@gamehawk.com](mailto:codetoy@gamehawk.com) or fax resume and cover letter to 410-785-5725. Attn: Codetoy No Phone Calls, Please.

## InterAct Is Action Packed And On The Road!

The i-Game World Tour '99 Xpo Is  
Going On Now. Where Are You?

So you didn't make it to E3 or any of the other videogame shows, that doesn't matter anymore. A bunch of developers, magazines and retailers got together to bring you the i-Game World Tour Game Xpo. This means that all the hottest new games, peripherals and gaming technology is coming to your town, very soon. You'll play the highly anticipated, upcoming releases from Activision, InterPlay, Lucas Arts, Sierra, GT Interactive, Dynamix, EA, Polygram, and a bunch of others. So get out and get the inside scoop on what's coming your way. Tickets are free, and the tour dates are:

August 9-12 - Orlando Square/Springhill Mall - Chicago  
August 12-15 - Union Station Mall - St. Louis  
August 17-18 - Aurora Mall - Denver  
August 20-22 - Metro Center Mall - Phoenix  
August 23-25 - Brea Mall - Los Angeles  
August 27-29 - Sun Valley Mall - San Francisco  
August 30-31 - Oakridge Mall - San Jose  
September 3-5 - Glenview Mall - Portland  
September 4-5 - Northgate Mall - Seattle



## THE BIGWAVE

### Ride The Wave!

Here's your big chance to increase the performance of your new PlayStation GameShark Pro and give yourself an edge in gameplay with the Big Wave CD-ROM™. This performant enhancing CD is drowning in features such as:

- Exclusive code updates!
- Superly enhanced game saves!
- New, updated software features for your

GameShark Pro™ and GameSharks 2.0 and up! FREE technical updates! (if needed)  
Superscript programmers cheat! (We break all the Easter Eggs)

The only thing you must do is send \$16 (for 4 CDs) to InterAct with your return address and get your hands on a value worth more than a Microsoft on the Titanic!

\*The Big Wave CD-ROM will function with PlayStation GameShark Pro and GameShark V2.0 and higher only.



## Upgrade To The Pros

Finally! After months of development, the final price of the GameShark Pro family has arrived. Introducing the GameShark Pro for the Game Boy Color, Game Boy Pocket and the Game Boy.

The new and improved GameShark Pro comes preloaded with more GameShark codes and gives you access to new levels, weapons and characters in many Game Boy games, plus you now have the ability to produce and store your custom made codes with the Code Generator. The GameShark Pro is definitely the game enhancer you need for your Game Boy unit.

But suppose you already own a previous GameShark version and you want the GameShark Pro. Don't worry, InterAct is offering you a chance to UPGRADE to the GameShark Pro. All you have to do is send your current GameShark along with a check or money order worth \$20.00 to:

Game Boy GS Upgrade  
InterAct Accessories  
ATTN: Customer Service  
10889 McCormick Road  
Hunt Valley, MD 21031

And we'll send you a new GameShark Pro. Please allow 2-4 weeks for delivery. Offer ends October 1, 1999.

## Attention GameShark Consumers!

Due to low demand, InterAct will no longer offer upgrades for PlayStation GameShark versions 1.00 or lower as of October 1, 1999.

Until then, if you want to upgrade your unit, send your old GameShark, along with your name, address and phone number to:

InterAct Accessories  
ATTN: PSX GS UPGRADE  
10889 McCormick Road  
Hunt Valley, MD 21031



# Hackers Heaven

Learn How To Hack Like A Pro, From The Pros

Needless to say, I've come a long way with hacking since Super NES and Sega Genesis. Over the years, I've received many, various questions from aspiring code hackers, as well as seasoned veterans.

However, there's one question that seems to keep popping up: "Why do I have to keep upgrading my GameShark to the newest version?" The answer to that question is really quite simple: "You don't HAVE to upgrade your GameShark at all if you can stand to have the old, outdated, knuckle-dragging GameShark, that's fine with me. New programming techniques developed in games simply make the GameShark incompatible with certain titles, forcing InterAct to tweak the GameShark. Therefore, if you want the most up-to-date GameShark, with the most powerful software and features, upgrading is necessary and FREE!" Now, updated features... that's all I have to say about that! I think my favorite OS version (next to the GameShark Pro, of course) is the V17. Simple interface, loaded with the classic codes, there haven't been many versions like it. As a matter of

fact, I think there are even X-Com UFO Defense codes in that one! GameShark, the evolutionary wonder that it is, has come a



long way over the years. Now you can create your own codes with the Built-In Code Generator on the GameShark Pro, imagine

that! Now my job is nearly pointless! Granted, there is only one man that can match my hacking powers, but I won't mention any names!

Stay on top of every situation by keeping your GameShark updated to the newest version. "How do I upgrade my GameShark," you say? There are a few simple ways to do this. One, call Consumer Services (480)85-4064 and have a representative direct you. Two, go online, send an email to [upgrade@gameshark.com](mailto:upgrade@gameshark.com). PlayStation GameShark Pro owners can upgrade online using a PC Comlink, either port on a PC and the software from our webpage. The Nintendo 64 GameShark/GameShark Pro must be sent to our Consumer Services Department in order to be upgraded to the newer version. And remember all upgrading services provided by InterAct are totally FREE!

Be sure to tune in next month. Until then, ABUSE THE POWER...or something like that!

## Dreamcast... Accessories From InterAct... The Stuff A Gamer's Dreams Are Made Of

### StarFire LightBlaster™

Dreamcast's Most Intelligent Light Gun!  
Features Auto-Fire And Auto-Reset/Manual Reload



### Fission™ Fishing Controller

Four Button Fishing Controller



### Quantum FighterPad™

Fully Programmable, High-End Controller  
With Unique 6 Button Layout! Ideal For Fighting And Sports Games!



### Also Available:

Memory Card: 128K Of Memory  
Demomark™: Ultimate Demomark Simulator  
(Has a variety of codes and scenarios!)



### Radius RacingPad™

One Of A Kind, Dual Purpose  
RacingPad/GamePad



### AstroPad™

Six Button Controller With Auto-Fire



©1999 InterAct Accessories, Inc. All products ©1999 InterAct Accessories, Inc. Dreamcast is a trademark of Sega Enterprises, Ltd. These products are not sponsored, endorsed or approved by Sega.





# Merchant Marina

Your direct source for the hottest gaming accessories.



## Character Memory Cards

Give your game system some character with InterAct's Character Memory Card series. Not only are Lara Croft, Goldberg and Duke Nukem saving the world from evil forces, aliens and ring villains, they also save your games in traditional 16-block and 123-page fashion. Each sold separately (PSX SV1001 Lara Croft Character Memory, SRP: \$19.99; N64 124300 Character Memory Card Goldberg, SRP: \$19.99; PSX SV1002 Goldberg Character Memory Card, SRP: \$19.99; N64 124308 Duke Nukem Character Memory Card, SRP: \$19.99; PSX 122922 Duke Nukem Character Memory Card, SRP: \$19.99).



## Gold Pak

Create some golden video game moments with this limited edition Gold Controller and Memory Card set (N64 GPK, SRP: \$49.99). The controller provides eight-way digital direction control and five fire buttons, while the memory card stores all your saves in 123 pages of storage space.



## Get It Direct, From Recotondirect

[www.recotondirect.com](http://www.recotondirect.com)

If you own stuff that plugs in and you need some accessories, or you need some stuff that plugs in to further enhance the stuff you already have plugged in, you need to get on the Internet and call up:

[www.recotondirect.com](http://www.recotondirect.com). This handy website offers overstock, factory rebates and discontinued electronics at some rather low prices. And now we move into a brief run-down of some of the various specifics of what you can expect to find: Jensen's car, home and multimedia audio, Advent's multimedia Speakers, Phase Linear's car audio, Accurate Research home audio, Hitachi's home audio, InterAct's PC controllers, Solo Control's TV remotes, as well as phone accessories and replacement batteries, along with various other electronics. So you see, these brands speak volumes beyond what simple explanations could say. So put down this delightful publication and go to [www.recotondirect.com](http://www.recotondirect.com) for some really sweet deals. Thank you for your time, we now bring you back into the babbling and such.

## Order Direct At Incredible Savings!

To purchase any of these amazing accessories, call our sales team at 800-888-8888.

# Back Issues

The ultimate source for hard-to-find codes.

Don't let the "resident villain" in town get the best of you before you can get the codes to take him down! Order the entire Dangerous Waters collection at the amazing price of \$100/issue.

- Issue #1: Angered his 4 that I still exist!
- Issue #2: Codes for Tomb Raider, The Hunt, NBA Jam, NFL, Rocky IV
- Issue #3: Codes for CyberSled, Resident Evil, Agile Warrior, Iron Storm, War of Fighters 2
- Issue #4: Codes for Head Hush, DarkStations, In the Hunt, Tenthred Shred, Descent
- Issue #5: Codes for Alien Trilogy, Perpetual Rage, Hades David 6, Tolkien 2, Virtual Fighter Kids
- Issue #6: Sorry! We didn't publish any codes this issue, except for Dark Forces, Fighting Vipers, NFL, NBA, Perpetual Rage, Sonic 3D, Road, NFL, 3D, Tenthred Shred
- Issue #7: Codes for Madden, Racing Horizon, 3D, Sweet Strike, Kings Field 2, MM Trilogy, Rally Cross, Area 51
- Issue #8: Codes for Islanded, Extreme Force, Formula One, Mech Warrior 2
- Issue #9: Codes for Super Heroes, NBA Live '97, Psychic Force, Thriller Comics, Sublimation and Android Racing
- Issue #10: Codes for IPW, Need for Speed 2, Porsche Challenge, Gambling '98, Soul Blade, House of Superstar, Warcraft 1 and The Golf Rally
- Issue #11: Promote yourself Buy a GameShark T-shirt and I'll let you have this one! Bushido Blade, Coburn Vets, Nightmare Creatures, Last Bronx, Resident Evil, GoldenEye, Duke Nukem 64
- Issue #12: Codes for NBA, San Francisco Rush, Water Hazard 64, Madden, NBA Live '96, PogoPole the Ripper
- Issue #13: Codes for Resident Evil 2, NBA in The Zone 2, Bomberman 64, WDW vs. N64, Skull Monkeys, Resident Evil
- Issue #14: Codes for Ben Hur, Hells, Solid Gold Dollars
- Issue #15: Codes for Grand Prix, Gears, Survival, NBA, Soccer
- Issue #16: Codes for Madden 95, Extreme and Storm, Total Championship Racing, Gek 64, Back Dinosaur Hunter V01
- Issue #17: What back! And look who came along for the ride: Alio, The Incredible Bomberman Wars, Little Star Solid V01, Porsche vs. Madden 94, Yoshis Story
- Issue #18: Codes for Condemned, R Tigers, Silent Hill, WDW/N64 Thunder, For College Sports Hoops 99, WDW Neo
- Issue #19: Codes for Army Men 3D, Dead in The Water, Need For Speed High Stakes, Realic Adventure Rising, California Speed, Vindicator

- See page 71 for orders.
- Be sure to include the issue number you wish to receive.

## GameShark Merchandise

The only place to buy official GameShark gaming merchandise.

We tried to make a theme song for Old Navy, but it didn't sing that well. Still here goes "GameShark, GameShark—T-shirts from InterAct!"

- 100% Cotton • Embroidered Logo •



All New!  
T-shirt #3  
Only \$19.99

GameShark Pro





**Kato's Game Review**  
Get the scoop on two new action-packed titles



Get inside the head of Duke Hudson with his Rick Rayno

**Interview**

**Triple Play 2000/Need For Speed: High Stakes/Rouge Squadron**  
Game Tips & Tricks From The Pros



**Game Boy GameShark Pro**  
Exclusive: First Preview

**Dangerous Designs**  
Reader's Art Contest  
Show Us Your Skills



# IN THIS ISSUE:

## DANGEROUS WATERS

#20



InterAct Associates, Inc.  
10000 N. Central Expressway  
Suite 200  
Dallas, TX 75243

SUBSCRIPTION RATE  
U.S. POSTAGE  
PAID  
BALTIMORE, MD  
PERMIT NO. 3827

**DANGEROUS WATERS**  
Abuse The Power! #20